AFL LIVE™ 2003

FEATURING STRATEGIES BY KEVIN SHEEDY

Akklaim SPORTS

OFFICIAL AFL

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-51168

1 or 2 Players • Memory Card (8MB) (for PlayStation®2) : 289KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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AFL LIVE™ 2003

"GENTLEMEN, WELCOME TO AFL.
THE FIRST RULE OF AFL, YOU DO NOT WEAR PROTECTIVE PADS.
SECOND RULE OF AFL, YOU DO NOT WEAR PROTECTIVE PADS.
THIRD RULE OF AFL, YOU MUST TACKLE HARD AND
BREAK YOUR OPPONENT.
FOURTH RULE OF AFL, EACH GAME YOU WILL RUN THE LENGTH
OF A MARATHON.
FIFTH RULE OF AFL, NEVER TAKE YOUR EYE OFF THE BALL."

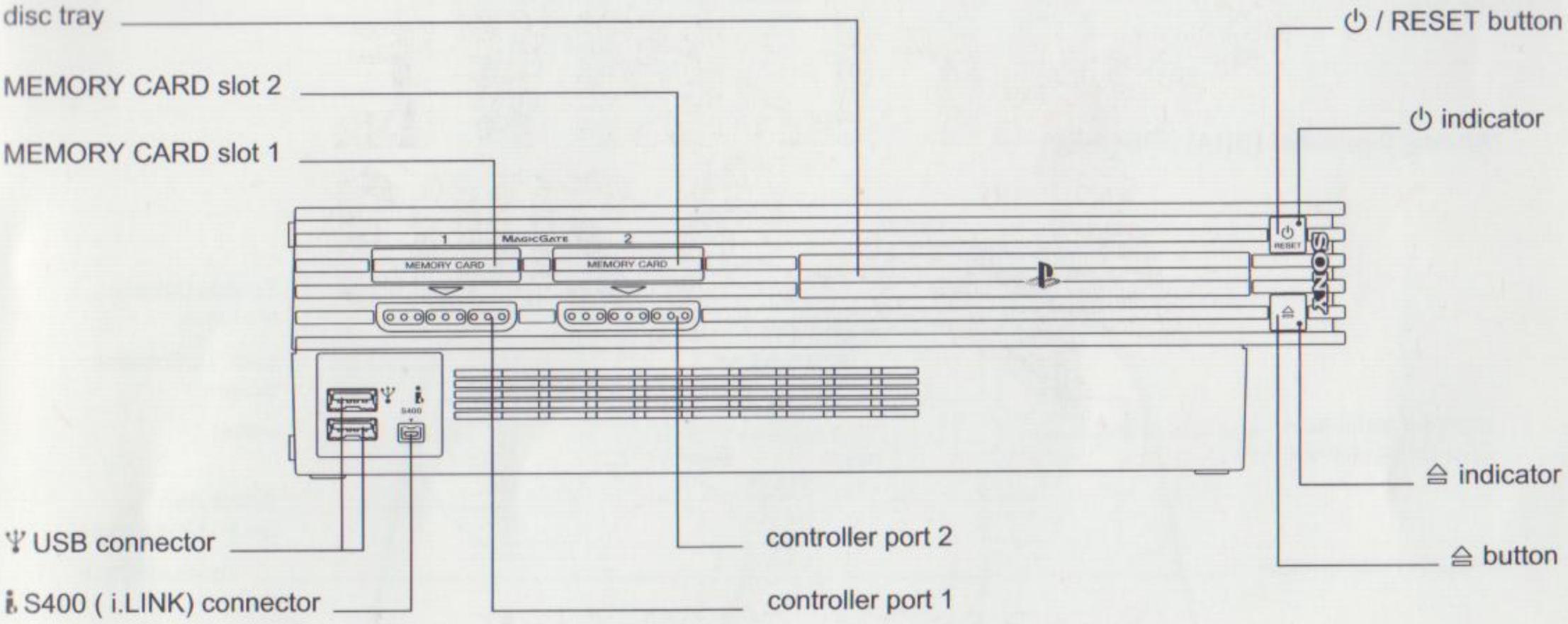
INTRODUCTION

Australian Rules football is by far Australia's most popular sport and is watched with fanatical passion by millions of Australians of all ages. The game draws capacity crowds varying between 30 & 90 thousand on a weekly basis at grounds all around Australia. In Victoria alone, the 2001 AFL Grand Final attracted 1.5 million television viewers out of an estimated total population of 4,765,000.

Australian Rules Football is a hard hitting, action packed energy consuming battle of guts, where only the most courageous and toughest of players can prevail. AFL Live™ 2003 is an accurate AFL simulation, allowing you to take control of an official AFL team of your choice. Using a combination of lightning reflexes, tactical knowledge and a little bit of footy know-how you can take your team all the way to become AFL premiers.

SETTING UP

PlayStation®2 [front panel]



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its construction manual. Attach game controllers and other accessories, as appropriate.

2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.

3. Press the ⏻/RESET button. When the ⏻ indicator lights up, press the ⏏ button. The disc tray opens.

4. Place the *AFL Live™ 2003* disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray closes.

5. Follow the on-screen instructions and refer to this manual for information on using the software.

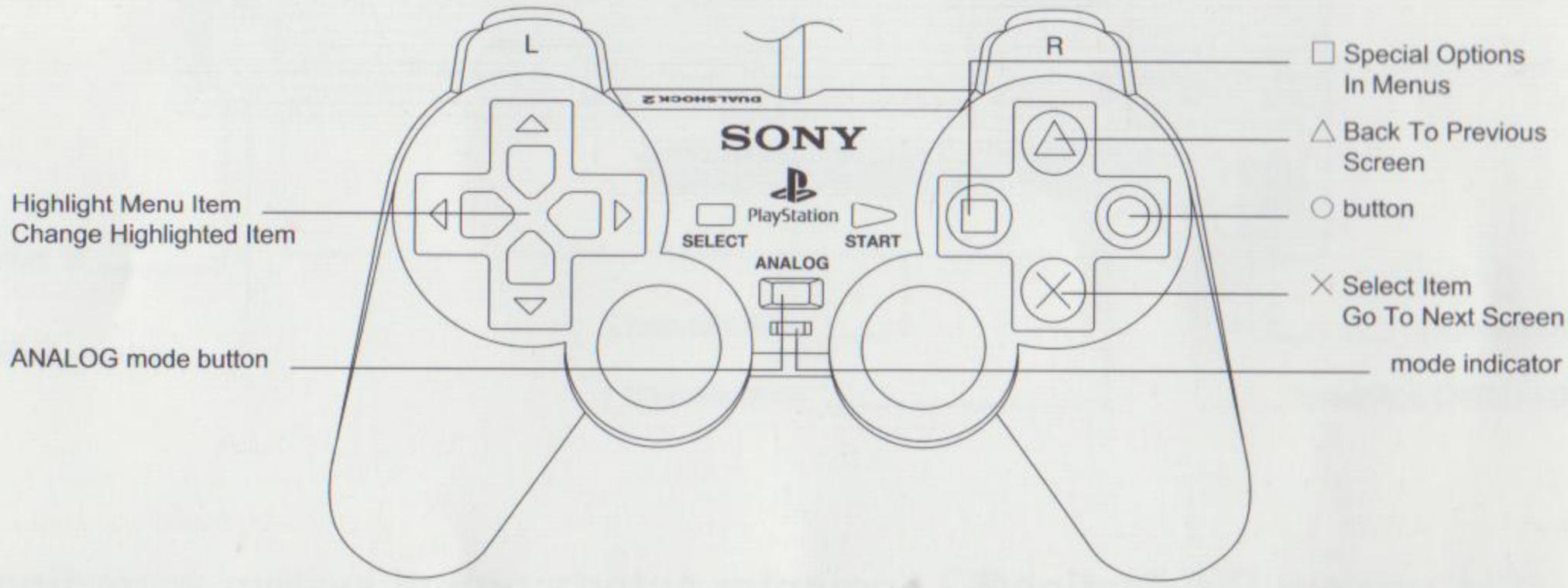
It is advised that you do not insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on. If you wish to save your game, insert a memory card (8MB) (for PlayStation®2) (sold separately) into MEMORY CARD slot 1. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

NAVIGATION & BASIC CONTROLS

MENU CONTROLS

The menu systems in *AFL Live™ 2003* are navigated by using the following controls.

Analog Controller (DUALSHOCK®2)



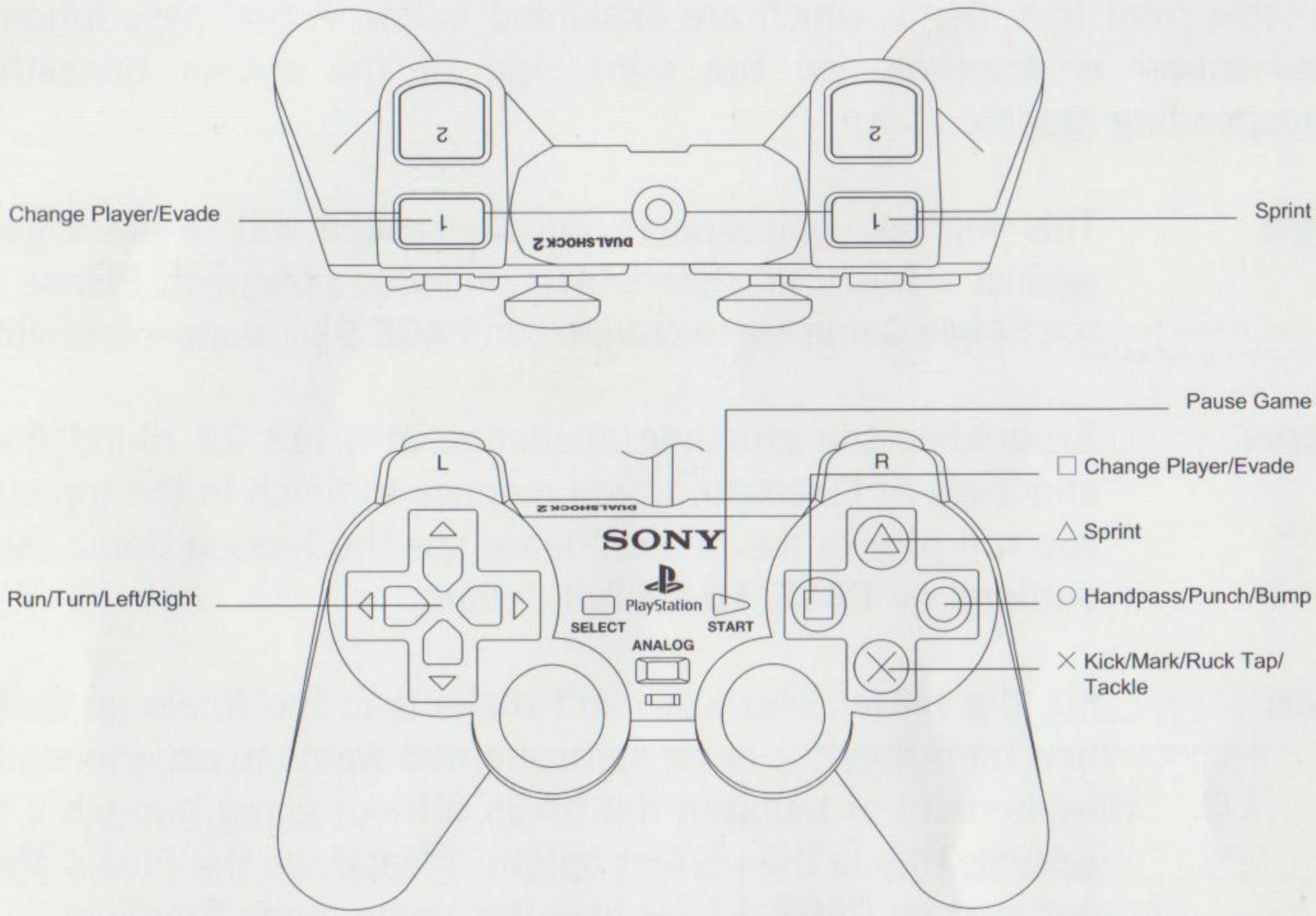
BUTTON	ACTION
Directional Button/ Left Analog Stick	Highlight Menu Item/ Change Highlighted Menu Item
⊗ Button	Select Item/ Go To Next Screen
△ Button	Go Back To Previous Screen
□ Button	Used For Special Selections In Menus

Unless stated otherwise this method of navigation applies to all of the menus within the game.

GAME CONTROLS

These are the controls for the basic actions that can be performed during a match. Note these are the default controller settings.

Analog Controller (DUALSHOCK®2)



BUTTON	ACTION
Directional Button/ Left Analog Stick	Run
⊗ Button	Kick/Mark/Ruck Tap/Tackle
○ Button	Handball/Punch/Bump
□ /L1 Button	Change Player/Evade
△ /R1 Button	Sprint
Start Button	Pause/In game Menu

For a more complete list of controls see **PAGE 20.**

START GAME MENU

From the main menu you can select a number of different game types, load pre-saved games and configure audio settings. Five different options are available from this menu, which are explained below. A text description of each option is displayed on the right side of the screen beneath a corresponding graphic icon.

Single This will take you straight into the action with a quick game against a friend or a computer-controlled opponent. Please see the Single Game Menu outlined on **PAGE 9** for more information.

Season Experience the gruelling challenge of a full 22 round home and away AFL season. If you manage to finish in the top eight you will play in the finals! Please see the Season Game Menu outlined on **PAGE 10** for full details.

Finals For the player who just can't make it to the finals no matter how hard they try, or for someone who wants to experience the excitement of being in the finals without going through a full season, this is the perfect option. Please see the Finals Menu outlined on **PAGE 11** for how this game mode functions.

Load Game This option is used to restore a pre-saved game to continue a season or finals game from where you left off. Please see the Load/Save Game Menu outlined on **PAGE 12** for full details.

Options From the Options Menu audio and controls settings can be reconfigured. For full details on reconfiguring options please see **PAGE 13.**

SINGLE GAME

To play a quick friendly match between any two teams in *AFL Live™ 2003* select Single from the main menu and follow the instructions listed below.

1. In the Choose Team - Single Game screen, press directional button **UP/DOWN** to highlight either the home or away side and then press directional button **LEFT/RIGHT** to select a different team.

2. When you have finished selecting teams press the ⊗ button to continue.

3. At the Assign Controls screen players should use the directional button **LEFT/RIGHT** to decide which team they wish to play for, and then press the ⊗ button to continue.

4. Controller setup can also be accessed from this menu by pressing the ▣ button

5. From the Game Setup screen press directional button **UP/DOWN** to highlight an option and press the ⊗ button to select it. (See **PAGE 14** for details on each what each options does.)

6. To begin playing highlight Start Game and press the ⊗ button.

SEASON GAME

Take part in the full AFL season and play through 22 gruelling matches. Your goal is to finish in the top eight and qualify for the finals. From there it gets even tougher as you set out to win the Premiership.

The first screen that will be displayed after selecting this option will allow you to select your team.

1. Press the directional button **LEFT/RIGHT** to scroll through the list of sixteen official AFL teams and then press the ⊗ button to select your team and continue.

2. The fixtures screen will be displayed showing a full list of the current week's games. Press the ⊗ button to continue.

3. Next assign how many players you wish to control the team by pressing the directional button **LEFT** on the corresponding controllers (if no controller is selected the computer will play for you), when finished press the ⊗ button to continue.

4. From the Game Setup Screen press the directional button **UP/DOWN** to highlight an option and press the ⊗ button to select it. (See **PAGE 14** for details on each what each options does.)

5. At the end of the game the player will be presented with the results from the other matches in the round. There is opportunity to save the game before proceeding to the next round.

FINALS GAME

For the player who just can't make it to the finals no matter how hard they try, or for someone who wants to experience the excitement of being in the finals without going through a full season, this is the perfect option. Finals drops the player into the last eight and after selecting their team the game will begin.

To start a Finals game follow the instructions listed below.

1. After selecting Finals from the Start Game Menu press the directional button **LEFT/RIGHT** to scroll through the list of sixteen official teams and then press the ⊗ button to select your team and continue.

2. The fixtures screen will be displayed showing the last eight teams, press the ⊗ button to continue.

3. Next assign how many players you wish to control the team by pressing the directional button **LEFT** on the corresponding controllers (if no controller is selected the computer will play for you), when finished press the ⊗ button to continue.

4. From the Game Setup Screen press the directional button **UP/DOWN** to highlight an option and press the ⊗ button to select it. (See **PAGE 14** for details on each what each options does.)

5. At the end of the game the player will be presented with the results from the other matches of the round. There is an opportunity to save the game before proceeding to the next round.

LOAD/SAVE GAME

To load a pre-saved game from your memory card (8MB)(for PlayStation®2), press directional button **UP/DOWN** to highlight a save file and then press the ⊗ button to select and load. Once loaded the Fixtures screen will be displayed and your game will continue.

At the end of a season game or finals game an option to Save the Game will be presented to the user. You will need to have a memory card (8Mb)(for PlayStation®2) inserted in MEMORY CARD slot 1 to save the game. Choose to either save a game in a free position or overwrite an existing older game.

OPTIONS

This menu is used to configure controls, change volume levels and view game rewards and credits.

CONTROLS

From this menu you can select a number of alternate control methods. Press directional button **LEFT/RIGHT** to scroll through the different button configurations and the ⊗ button to select a configuration. Press directional button **UP/DOWN** to select the vibration option and **LEFT/RIGHT** to toggle vibration on and off.

SOUND

The Sound option allows you to select your preferred volume levels for music, sound effects and in game commentary. Press directional button **UP/DOWN** to highlight an option and directional button **LEFT/RIGHT** to increase and decrease the value.

Music The Music slider bar alters the volume of the music within the menus.

Sound Effects The Sound Effects slider bar alters the volume of the sound effects in the front-end menus and in the game.

Commentary The Commentary slider bar alters the volume of the commentary in the game.

LOAD/SAVE SETTINGS

To save your current settings please ensure a memory card (8MB) (for PlayStation®2) with sufficient free space is inserted in MEMORY CARD slot 1 and select Save Settings. This will save the following information to the memory card (8MB) (for PlayStation®2): Game Options (see **PAGE 17**), Game Visuals (see **PAGE 18**), and Controller Setup.

To restore your preferred settings please ensure a memory card (8MB) (for PlayStation®2) with previously saved settings is inserted in MEMORY CARD slot 1 and select Load Settings. This will replace any current settings for Game Options (see **PAGE 17**), Game Visuals (see **PAGE 18**), and Controller Setup with those stored on the memory card (8MB) (for PlayStation®2).

CREDITS

Credits displays information on the creators of *AFL Live™ 2003*.
Soundtrack by 'Millencolin' song "Man or Mouse" from the album "Home from Home".

GAME SETUP

From this menu you can select different in game options, choose your starting line up and set up different match details.

START GAME
This will begin the game with your chosen settings.

VENUE OPTIONS
In this menu you can alter game settings to suit your own personal preferences.

Venue Choose from six stadiums located around Australia: Adelaide, Brisbane, Docklands, Melbourne, Perth, Sydney, or random.

Time of Day Choose a day match or a night match, or random.

Weather Choose wet weather or dry weather or random.

TEAM SETUP
This screen displays the starting line up, interchange bench and reserve squad of your team.

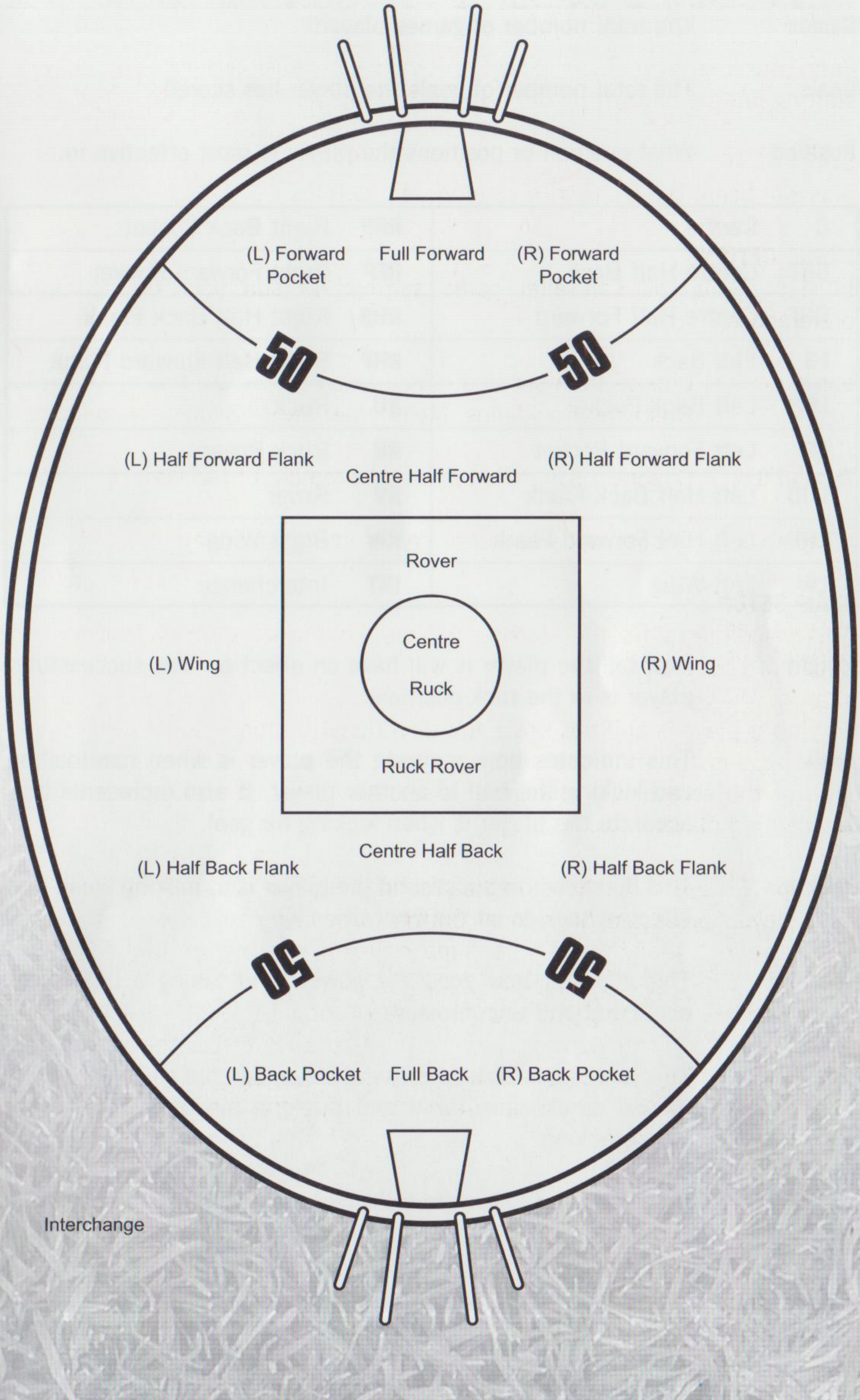
To view a player's abilities press the directional button in any direction and move around the positions on the ground. The player statistics on the left side of the screen will change to display information about the currently highlighted player.

To swap 2 players' positions on the ground press the □ button to select the first player, press the directional button to navigate to the second player. Press the ⊗ button to confirm and make the change, or △ button to cancel.

To swap a player on the field with a player on the reserve list (one who is not already in the starting 22). Press the ○ button to select the first player, press the directional button **UP/DOWN** to scroll through the list of reserve players. Press the ⊗ button to confirm and make the changes, or △ button to cancel.

Pressing directional button **UP/DOWN** will scroll the oval up and down allowing you to view the Ruck line up and – the Interchange bench.

When finished press ⊗ button to accept all changes, or △ button to cancel all changes.


(L) Forward Pocket
Full Forward
(R) Forward Pocket
50
50
(L) Half Forward Flank
Centre Half Forward
(R) Half Forward Flank
Rover
Centre
Ruck
(L) Wing
(R) Wing
Ruck Rover
Centre Half Back
(L) Half Back Flank
(R) Half Back Flank
50
50
(L) Back Pocket
Full Back
(R) Back Pocket
Interchange

PLAYER INFORMATION

Games The total number of games played.

Goals The total number of goals the player has scored.

Position What position or positions the player is most effective in.

C	Centre	**RBP**	Right Back Pocket
CHB	Centre Half Back	**RFP**	Right Forward Pocket
CHF	Centre Half Forward	**RHB**	Right Half Back Flank
FB	Full Back	**RHF**	Right Half Forward Flank
LBP	Left Back Pocket	**RU**	Ruck
LFP	Left Forward Pocket	**RR**	Ruck Rover
LHB	Left Half Back Flank	**RV**	Rover
LHF	Left Half Forward Flank	**RW**	Right Wing
LW	Left Wing	**INT**	Interchange

Height How tall the player is will have an effect on how successful a player is in the ruck position.

Skill This indicates how accurate the player is when handballing and kicking the ball to another player. It also represents how accurate the player is when kicking for goal.

Tackle This denotes how successful the player is at making clean and effective tackles on the opposition.

Marking This signifies how good the player is at taking a mark both contested and uncontested.

Speed This represents how quickly the player can run and their ability to use quick agile turns and ducking manoeuvres to avoid being tackled.

Stamina Stamina determines the distance that a player can run before tiring and it calculates how quickly the player will fatigue during a game if playing for a prolonged period of time.

Health Depending on the severity of a player's injury he may play below form or will not be able to play at all.

GAME OPTIONS

In this menu you can alter game settings to suit your own personal preferences.

Quarter Length — This will allow you to select the length of each game quarter; the different options are 2, 5, 10, 15 and 20 minutes.

Difficulty — Adjusting the level of difficulty within the game will increase or decrease the opposing team's performance levels. For example, on the "easy" level players will have more time to dispose of the ball before being tackled. Choose from easy, medium and hard. Difficulty levels chosen at the start of a Season will remain throughout.

Injuries — Disabling this option will turn off all in game injuries. Note this cannot be changed during Season mode.

Umpire Strictness — This sets the leniency of the game umpires. The different levels are easy, medium and strict. A strict umpire may award a free kick for the lightest of bumps and an easy going umpire will often write off a harsh tackle as purely accidental.

Replay Camera — Disabling this option will turn off the automatic replays of spectacular marks or running goals

Camera Changes — This option allows this users to select between three different levels of automatic camera changes. The low level will disable the behind the mark view, medium will disable some general around the ground camera changes, and high will make all camera view changes.

Auto Switch — With this option enabled the user controlled player will automatically switch to the player the artificial intelligence determines to be the best every time the ball leaves a player position. With this option disabled the user will be required to make any changes themself but hitting the change player button (See **PAGE 20**).

GAME VISUALS

The graphic options within this menu allow you to select the amount of information you wish to have displayed on screen during a game. Press directional button **UP/DOWN** to highlight an option and the directional button **LEFT/RIGHT** to select a different setting. (see GAME DISPLAY on **PAGE 19** for an explanation of the HUD items)

Kick HUD Choose to display, on ground, on screen, show both or disabled.

Radar This will select which radar mode you wish to be displayed during a game, large, small or disabled.

Game Clock The game clock can be set to countdown or continuous mode.

Mini Score This will toggle on and off the mini score panel located in the top left corner of the screen.

Full Score This panel is displayed whenever teams score, displaying quarter number, time, goals, behinds and total score.

Team Stats Team stats display pop up information listing both teams, kicks, handballs, marks, tackles, free kicks, inside 50's and centre clearances.

Player Stats This displays individual player statistics consisting of kicks, handballs, marks and goals.

Interchange The interchange displays the relevant information on which players are being brought on and off the ground.

GAME DISPLAY

Radar The Radar is designed to give an overview of all players on the ground as well as the position of the ball. The radar has two sizes small and large.

Miniscore Displays the scores of the 2 opposing teams during the match.

Fullscore/ Player Stats Displays the full scores, goals and behinds for both teams, along with individual player statistics, such as the number of possessions or goals in a game.

Kick HUD This displays the options the player has to pass the ball to a team mate.

On screen: The sectors represent the directions around the player. The more the solid the colour the further away the team mate is. A line on the outside of the sector indicates that the player will be kicking to a contest, no line indicates the team mate is in the clear.

On ground: Highlighted under the player with the ball, the inner circle of arrows represents options close to the player and the outer circle of arrows those options that are further away. Red displays a contested mark situation, while green indicates a free player.

Goal Kick HUD The circle in the centre of the HUD will flash repeatedly from light to dark. Kicking when the circle is light will provide the best accuracy, when dark, accuracy will decrease and kicks will tend to stray either side of the goal.

Mark HUD This is used to determine the right time to successfully mark the ball. The inner circle grows as the ball gets closer. When the two circles are the same size press the mark button to mark the ball. A player may also punch the ball at any time during a marking contest - the earlier the player presses the punch button the greater the chance they have of spoiling the opponent's mark.

Kick Power This displays the power of the intended kick as the player holds down the kick button, the longer the button is held for the more the bar length increases and so to the power of the kick.

Stamina Bar This displays the amount of time the player can sprint for. Holding down the sprint button will make the stamina bar display decrease, when the bar disappears the player can no longer sprint.

ADVANCED GAME CONTROLS

In *AFL Live™ 2003* certain controls will perform different actions during a match depending on the phase of play. For example when in possession of the ball you will have a different list of actions as to when you are in the ruck.

GENERAL MOVES

ACTION	CONTROL
Run	Directional button/**UP/DOWN/LEFT/RIGHT**
Sprint	△ Button/**R1** Button

IN POSSESSION OF BALL

Kick	⊗ Button
Handball	○ Button
Evade/Shrug	□ Button/**L1** Button

WITHOUT THE BALL

ACTION	CONTROL
Mark/Tackle Soccer Kick	⊗ Button
Punch/Bump/Tap On	○ button
Change Player	□ Button/**L1** Button

IN THE RUCK/BALL UP/BOUNDARY THROW IN

Tap Ball	⊗ Button + Direction Button **UP/DOWN/LEFT/RIGHT**

FREE KICKS/SET SHOT ON GOAL/KICK OUT

Play On	△ Button/**R1** Button
Rotate	Direction button **LEFT/RIGHT**
Kick	⊗ Button
Handball	○ Button

AFL - THE GAME

Australian Rules Football ("Footy") is without a doubt the most popular spectator sport in Australia. With major venues such as the Melbourne Cricket Ground often holding 95,000 people per game, the nation watches, captivated, as games are played out each week over a 22 week regular season. The fervour culminates each season with the finals and the September Grand Final, when the two top teams fight it out for the Premiership and the honour of being the greatest football team in Australia.

The game has been played in Australia for over 150 years and has become firmly entrenched in the nation's culture. More than just a game, it is a passion shared by people, male and female, of all ages, classes and races across Australia. It is also one of the more lucrative spectator sports in the county, with major firms lending their financial support to the multi-million dollar business.

Combining the strategy of NFL and the free flowing style of European football, Australian Rules is fast paced, action packed, frequently perilous and always compelling. Players compete without any helmets or protective padding, making skill and co-ordination essential.

Eighteen players, per team, take the field, with four players remaining on the sidelines (interchange bench), able to be substituted at any stage of the game. Players are assigned individual positions, in which they stand at the beginning of the game. Play is started by a centre bounce of the ball. Players are then free to move anywhere on the field, without penalty, but players generally follow the ball, where ever on the field it takes them. Positions are divided up into offence, defence and centre.

The game is divided into four quarters, each lasting for twenty minutes. If any breaks in play occur, for example due to injury, this time is added back to the clock. Each quarter commences with an umpire bouncing the ball in the centre of the field. Two players jump and attempt to tap the ball out to their players around the centre. At the end of each quarter, the two teams change scoring direction.

The ball is uniquely oval shaped and bounces erratically. The ball is kicked in the air with the foot and players also pass the ball by punching, or hand balling it. The ball is caught with the hands. Should the ball fall beyond the boundaries, one of two boundary umpires will throw it back in play. Three umpires on the field control the action and award free kicks for any transgression of the rules.

The field ("Oval") is approximately 165 metres in length and 130 metres wide, with four goal posts at each end. Kicking the ball between the two centre posts awards the team six points. Kicking the ball through the outer posts awards the team one point. After a goal is scored through the centre posts, the ball is returned to the centre to be bounced up by an umpire. If the ball is kicked through the outer posts for a point, a player from the opposing team kicks it back into play.

For more information visit the official Australia Football League (AFL) website at **http://afl.com.au**

PLAYING THE GAME

THE ACTIONS

The following instructions will give an insight into the control mechanism used in the playing the game. Note that the buttons to press will depend on the controller configuration chosen.

Centre Bounce

The two ruckmen will line up opposite each other ready for the umpire to bounce the ball, as the umpire bounces, the ruckmen will both run in to start the ruck. By pressing the punch button and holding down the directional button the player can time the tap of the ball and tap it in the direction of their team-mates.

Boundary Throw In-Ballup

When the ball goes out of play or a stoppage occurs the umpire will throw the ball back in or ball it up. The two ruckmen will line up next to each other and begin to jostle waiting for the umpire to throw in or bounce the ball. Pressing the punch button will make the ruckmen jump to contest the ball up and holding down the directional button the player can time the tap of the ball and tap it in the direction of their team-mates.

Tackle

When an opposition player has the ball, running up to within a metre of them and pressing the tackle button will instigate a tackle. Players can tackle from any direction as long as they are facing the player with the ball. If the player with the ball has started a kick or handpass they can be tackled up until the time they release the action button.

Kick

Holding the kick button will start a kick in the direction the player is facing, the longer the button is held the further the ball will travel. The kick power bar will show the distance the intended kick will travel.

Handpass

Pressing the handpass button will start a handpass in the direction the player is facing.

Kick For Goal

When taking a shot at goal, whether on the run or from a set shot, the accuracy of the kick depends on the timing of pressing the kick button. Using the Goal Kick HUD, pressing the kick button at the correct time will ensure the best accuracy (see **PAGE 19**).

Kick Out

After a behind is scored the opposing team will bring the ball back into play. The fullback can look for options as his team-mates lead to position waiting to receive the kick. Pressing the play on button will allow the player to kick to themselves and run out of the goal square

Mark

In a contested marking situation the marking HUD will appear (see **page 19**). The inner circle grows as the ball gets closer. When the two circles are the same size press the button to mark the ball. (see punch). If the player does not press either the mark or punch buttons during a marking contest, they will have a higher chance of dropping the mark - this chance increases as the difficulty level increases.

Speccies

To attempt a speccie hold down the mark button during a marking contest. Continue holding the mark button until the two circles in the marking HUD are the same size - this will increase the chance of your player taking a speccie, provided the player is in the correct location. If your timing is not quite right your player may either attempt a speccie and come crashing to the ground or just try to mark the ball normally.

Punch

To punch the ball at any marking contest press the punch button. To increase the power of your punch, hold the punch button down during a marking contest. For the most effective punch, release the button when the two circles in the marking HUD are the same size. If you press the punch button too late, your player will attempt to mark the ball, but may not be very effective in the marking contest.

Tap Ball On Ground

Holding down the tap button while running toward the ball will make the player tap the ball along the ground in front of them.

Bouncing the Ball

When in possession of the ball, as the player runs he will bounce the ball every 15 metres; no input is necessary. Note that when the sprint button is held, the player will not slow down to bounce and may run too far and give away a free kick.

Kick Ball On Ground

Holding down the kick button while running toward the ball will make the player soccer the ball along the ground in front of them.

Bump

To bump another player off the ball or to bump an opponent away to help a team mate, press the bump button as you approach an opponent. Remember if you bump a player too far away from the ball a free kick can be given - this varies according to umpire strictness.

Evade

Pressing the evade button will make the player with the ball side step to the left or right. This is often enough to help get away from a chasing player and gives the player a chance to get rid of the ball.

Breaking Tackles

The player with the ball can break a tackle if they press the evade button just as the tackle begins. If the timing is correct the player will successfully break the tackle and be free to play on.

Sprint

Holding the sprint button will make the player sprint for a certain amount of time, the time a player sprints for is displayed on the stamina bar. When the stamina bar drops to zero the player can no longer sprint. When holding the sprint button the player will not bounce the ball and may be penalised for "running to far".

Play On

After a mark is taken or a free kick is awarded the player will be required to take a set kick. To break out of this the player can press the play on button to break out of the set kick mode.

As a general rule umpires will call play on after 15 seconds if the player has failed to dispose of the ball at a set kick or free kick.

Free Kicks

Free kicks are awarded in the following situations: pushing a player in the back may result when tackling a player from behind; tackling a player too high/around the neck may result when tackling a player who is attempting to pick up the ball; unfairly bumping a player off the ball, dropping the ball may occur when attempting to kick the ball while being tackled; throwing the ball may occur when attempting to handpass the ball while being tackled; holding the ball may result when you do not provide any input while being tackled; kicking the ball out of bounds on the full; kicking in danger may occur when a player soccer kicks as another player attempts to pick up the ball.

TACTICS

There are three basic tactics used in the game: aggressive, normal and defensive.

Aggressive

This mode will increase a player's chance of marking the ball rather than attempting to punch the ball away in a marking contest. Players will tend to tackle more and be more aggressive thereby increasing the chance of giving away a free kick when tackling the opposition. Players will also tend to play on more, kick longer and use the centre corridor more rather than the wing to move the ball from one end of the ground to the other. Defenders will tend to play off their man creating attacking opportunities to move the ball forward quickly. Aggressive ruck (ie rover, centre and ruck rover will attempt to read your ruckman's taps rather than mark an opposition player) and aggressive kick out (ie your players will tend to lead to the centre corridor rather than to the wing/pockets on kick outs) options are also selected.

Defensive

This mode will increase a player's chance of punching the ball rather than attempting to mark the ball in a marking contest. Players will tend to tackle more, but are not overly aggressive thereby decreasing the chance of giving away a free kick when tackling the opposition. Players will also tend to wait for a lead rather than quickly playing on, use short kicks to attempt to maintain possession and use the wing more rather than the centre corridor to move the ball from one end of the ground to the other. Defenders will tend to tightly mark their man. Defensive ruck (ie rover and ruck rover will attempt to mark an opposition player rather than read your ruckman's tap) and defensive kick out (ie your players will tend to lead to the wing/pockets rather than the centre corridor on kick outs) options are also selected.

Normal

This mode results in players having a 50/50 option of marking or punching the ball away in a marking contest. Players will move the ball from one end of the ground to the other using a mixture of the centre corridor and the wings. Players will also use a mixture of both handballs and kicks (short and long). Tackle levels will be moderate. Normal ruck (ie the rover and ruck rover will attempt to read your ruckman's tap and the centreman will mark an opposition player) and normal kickout (a mixture of kickouts to the centre corridor and the pockets/wings) options are also selected.

GLOSSARY OF TERMS

Behind: the recording of 1 point, when any of the following occurs:-

(a) the football touches or passes over the goal post; or

(b) the football passes completely over the Behind Line; or

(c) a Player of the attacking Team Kicks the football over the Goal Line but before passing over the Goal Line, the football is touched by another Player; or

(d) if a Player from the defending Team Kicks, Handballs, knocks or otherwise takes the football over the Goal Line or Behind Line; or

(e) if a defending Player Plays On from behind the Goal Line or Behind Line, and in doing so, moves off the direct line between himself and the Player standing the mark. Behind Line: the white lines marked on the Playing Surface between the goal posts and the behind posts.

Boundary Line: the white line drawn on the ground to identify the Playing Surface.

Centre Circle: a Circle, 3 metres in diameter, which is located in the middle of the Centre Square

Centre Square: a square, which is located in the centre of the Playing Surface and is 45 metres long and 45 metres wide;

Charge Or Charging: an act of colliding with an opposition Player where the amount of physical force used is unreasonable or unnecessary in the circumstances, irrespective of whether the Player is or is not in possession of the football or whether the Player is within 5 metres of the football.

Disposal: the player Kicks or Handballs the football

Tackle: a tackle is executed by a player when another player is being held while in possession of the ball and that Player is held (either by the body or playing uniform) below the shoulders and above the knees.

Fifty Metre Penalty: the act of advancing by 50 metres towards the centre of the Goal Line, the position on the Playing Surface where a Player has been awarded a Free Kick or a Mark.

Free Kick: giving possession of the football to a Player, after an infringement has occurred.

Goal: the recording of 6 points, when the football is Kicked completely over the Goal Line by a Player of the attacking Team without being touched by any other Player, even if the football first touches the ground.

Handball: the act of holding the football in one hand and disposing of the football by hitting it with the clenched fist of the other hand.

Interchange Area: the area marked on the Boundary Line through which Players may enter and leave the Playing Surface.

Interchange Player(s): the Player(s) of a Team who are not on the Playing Surface but who are listed on the Team Sheet and are available to replace a Player on the Playing Surface.

Interchange Steward: the person(s) appointed by the relevant Controlling Body to monitor and approve the interchange of Players during a Match.

Kick Or Kicking: in relation to disposing of the football, means making contact with the football with any part of the Player's leg below the knee.

Kick Off Line: the straight line drawn on the Playing Surface which runs parallel with the Goal Line.

Mark: A Mark is taken if, in the opinion of the field Umpire, a Player catches or takes control of the football:-

(a) within the Playing Surface; and

(b) after it has been Kicked by another Player a distance of at least 15 metres; and

(c) which has not touched the ground or been touched by another Player during the period when the football was Kicked until it was caught or controlled by the Player.

Match: the contest of Australian Football played between two Teams.

Melee: an incident involving three or more Players and/or officials who are grappling or otherwise struggling with one another and which, in the opinion of the field Umpire or any other person authorised by the relevant Controlling Body, is likely to bring the game of Australian Football into disrepute or prejudice the interests or reputation of the relevant Controlling Body or the competition(s) conducted by that Controlling Body.

Official: includes but is not limited to an officer, coach, assistant coach, trainer, runner, employee or any person performing any duties (paid or unpaid) for or on behalf of the club or Team.

Out Of Bounds: means the football passes completely over the Boundary Line or touches a behind post but before doing so, touches the ground or is touched by a Player. If any portion of the football is on or above the Boundary Line, the football is not Out of Bounds.

Out Of Bounds On The Full: means the football, having been Kicked, passes completely over the Boundary Line without touching the ground within the Playing Surface or being touched by a Player, or the football has touched the behind post or passed over the behind post without touching the ground or being touched by a Player.

Player: a person who plays or is selected to play with a Team or a person who otherwise trains with a Team or who is within the purview of these Laws.

Playing Surface: the field of play inside the Boundary Line, Goal Line and Behind Line, excluding the area between such lines and the perimeter fence.

Play On Or Touched Play On: the verbal and visual instruction given by a field Umpire to indicate that:

(a) a Free Kick or Mark will not be awarded and play will continue; or
(b) a Player has attempted to dispose of the football other than in a direct line over the mark and the football is therefore in play.

Prohibited Contact: contact between Players, which is prohibited.

Shepherd: using the body or arm to push, bump or block:

(a) a Player who does not have possession of the football and who is no further than 5 metres away from the football at the time when the push, bump and block occurs; and
(b) where such contact is otherwise not Prohibited Contact

Team Runner(s): the person(s) appointed to deliver messages to the Players of a Team during a Match.

Time Wasting: occurs where a field umpire is of the opinion that a Player is unnecessarily causing a delay in play.

The Mark: the position on the Playing Surface where an opposition Player may stand after a Player has been awarded a Free Kick or a Mark.

Throw: shall be given its ordinary meaning, but also includes the act of propelling the football with one or both hands in a scooping motion. A Player does not throw the football if the Player hits, punches or taps the football without taking possession of the football.

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